

## ARMIES – BASIC LIST

This book is for free, to begin to play and to learn “WWII-STEEL-WHEELS” rules, just some units of the most important armies that fought during the Second World War are listed, because for each Army is available a complete army list which includes almost all armored vehicles of WWII and is downloadable by making a payment in order to maintain this web site.

For each Army are described the main platoon level units, with a brief scheme of types available in the years of conflict, it means that if players decide to play a battle during the 1942 year, no type of unit with starting date after that year can be chosen, also if it is available in the list.

Because rules are focused on tactical warfare of armored units, for all others units have been considered just main standard structures.

Companies and platoons descriptions always begin with specialty name, followed by their characteristics which describe: minimum and maximum number of platoons and/or squads that is possible to acquire, based on referenced year and respective notes.

After the platoon/battery description, there are all tables of the types of team-level units available, each of them reports all data useful which are subdivided in sections of different colors:

- 1) Type and name of the unit and points cost based on skill level (white);
- 2) Movement allowance types for each turn of game, measured in cm (green);
- 3) Radio equipped (cyan);
- 4) Thickness armor scheme measured in cm, or an illustration if unit is not armored (white);
- 5) Number of men and ranks of team or crew (orange);
- 6) Amount and types of weapons (white), followed by respective data charts:
  - Site: site of weapon or rank of man that handles it;
  - Trajectory: trajectory of projectile that may be “*straight*” (cannons...) or “*arch*” (mortars...);
  - Fire: type of fire may be “*direct*” fire (with sighting line) or artillery “*indirect*” fire (without sighting line);
  - Shells: I=“*anti-infantry*”; **AA**=“*anti-aircraft*”; **AT**=“*anti-tank*”; **HE**=“*high explosive*”; **F**=“*incendiary*”;
  - cm-blast: it defines the explosion range measured in cm, starting from the impact point of HE shells.
  - Ranges in cm: distance at which weapon can effectively hit a target (*Short /minimum, Effective, Long/maximum*);
  - Shots per turn: Number of shots that can be fired by each weapon in a single turn of game;
  - Details: special characteristics of the type of unit.

When a couple of values in the same cell are divided by a slash, each of them is correlated to values of other cells which are in the same position of the same row.

Not all armies may have levels higher than “skilled” and just special corps can be “elite” level, because armies of USA and URRS entered in war later than others.

Skill level of all teams/vehicles in the same platoon/battery has to be always the same, so an higher skill level may considerably increase the points cost of the same type of unit.

Weaponless carrier vehicles are not considered combat units, they can be acquired in any number, in order to load infantry teams or to tow artillery pieces.

All tanks lower than 225 cm and/or lighter than 15 tons are considered small tanks and more difficult to hit, instead tanks higher than 250 cm and/or heavier than 34 tons are considered big and easier to hit.

### ARMOR SCHEME OF THE VEHICLES

For each vehicle there is an armor scheme which shows thickness in cm of the armor plates of each of its part, number “0” means no armor, numbers outside the scheme illustration are the tracks resistance, numbers with gray background are vertical or sloped armor plates of body, turret or casemate of the vehicle, instead, number with white background in center of scheme is the horizontal armor plates thickness, this value is considered just if armor is hit on top (shooting from hill-tops or indirect fire).

Thickness of armor plates are the real steel thickness (measured in cm) that a projectile would have to penetrate to damage the vehicle. Due to the slope of the armor plates, this value is exact only in the parts of the vehicles with vertical armor plates.

For example: *T34 Tank had a 5 cm thickness frontal armor, but due to the its sloped plate at 60°; the armor thickness that projectiles really had to penetrate was almost 9 cm, instead a Panzer-IVc had a 3 cm thickness frontal armor, but due to vertical plates, this value is the same real steel thickness that projectiles had to penetrate.*

To avoid to make a search between all units in the armies list, each time that it is necessary to consult tables, is better to prepare an army list that includes only the tables of units used for each battle, before begin to play.

# GERMAN ARMY

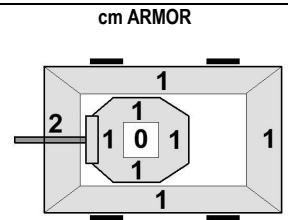
## ARMORED-CAR SECTION

**1939-1945:** from 2 up to 3 armored-cars of the same type: SdKfz-221; SdKfz-222; SdKfz-231; SdKfz-234/2; SdKfz-234/4.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

### Armored-car SdKfz-222 (1939) Points: 250 recruit / 275 skilled / 300 veteran

<b>MOVEMENT:</b> Tactical = 44 cm    Brief = 22 cm    Slow = 11 cm    On road = Tactical x 3						<b>RADIO:</b> yes				
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots per turn</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Automatic Cannon cal. 20 mm	turret	straight	direct	AP	-	30	120	240	4	2
1 machinegun Mg 34	coaxial	straight	direct	I	-	25	80	160	18	18
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
3 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>DETAILS:</b> 2 axis.										



## TANKS PLATOON

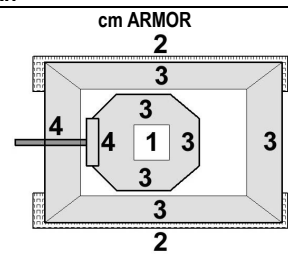
**1939-1942:** from 3 up to 5 tanks of the same type: PzKpfw-IIIe; PzKpfw-IIIg; PzKpfw-IIIh; PzKpfw-IIIj; PzKpfw-IIIk.

**1943-1945:** from 2 up to 4 tanks of the same type: PzKpfw-IVg; PzKpfw-IVh; PzKpfw-V-Panther.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

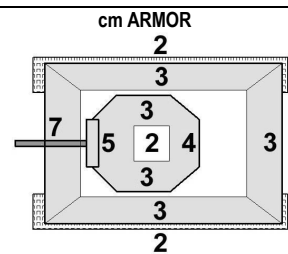
### Tank PzKpfw-IIIg (1940) Points: 490 recruit / 535 skilled / 580 veteran

<b>MOVEMENT:</b> Tactical = 32 cm    Brief = 16 cm    Slow = 8 cm    On road = Tactical x 2						<b>RADIO:</b> yes				
<b>CREW:</b> 5 men (1 Sergeant + 4 soldiers)						<b>RANGES</b> in cm			<b>Shots per turn</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 50 mm	turret	straight	direct	AP, HE	3 cm	50	200	400	2	1
1 machinegun Mg 34	coaxial	straight	direct	I	-	25	80	160	18	18
1 machinegun Mg 34	body	straight	direct	I	-	25	80	160	18	18
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
4 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES:</b> -										



### Tank PzKpfw-IVg (1942) Points: 620 recruit / 680 skilled / 740 veteran

<b>MOVEMENT:</b> Tactical = 36 cm    Brief = 18 cm    Slow = 9 cm    On road = Tactical x 2						<b>RADIO:</b> yes				
<b>CREW:</b> 5 men (1 Sergeant + 4 soldiers)						<b>RANGES</b> in cm			<b>Shots per turn</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 75 mm	turret	straight	direct	AP, HE	4 cm	80	320	640	2	1
1 machinegun Mg 34	coaxial	straight	direct	I	-	25	80	160	18	18
1 machinegun Mg 34	body	straight	direct	I	-	25	80	160	18	18
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
4 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES:</b> -										



## SUPPORT TANKS PLATOON

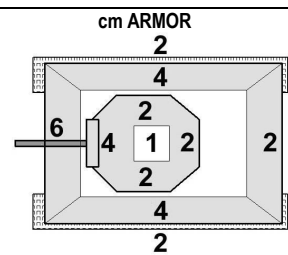
**1939-1942:** from 2 up to 4 tanks of the same type: PzKpfw-IVe; PzKpfw-IVf.

**1943-1945:** from 2 up to 4 tanks of the same type: PzKpfw-IVg; PzKpfw-IIIk.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

### Tank PzKpfw-IVe (1941) Points: 530 recruit / 580 skilled / 630 veteran

<b>MOVEMENT:</b> Tactical = 36 cm    Brief = 18 cm    Slow = 9 cm    On road = Tactical x 2						<b>RADIO:</b> yes				
<b>CREW:</b> 5 men (1 Sergeant + 4 soldiers)						<b>RANGES</b> in cm			<b>Shots per turn</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 75 mm	turret	straight	direct	AP, HE	4 cm	60	240	480	2	1
1 machinegun Mg 34	coaxial	straight	direct	I	-	25	80	160	18	18
1 machinegun Mg 34	body	straight	direct	I	-	25	80	160	18	18
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
4 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES:</b> -										



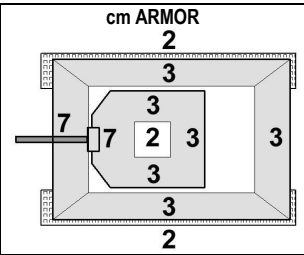
### ASSAULT-GUNS PLATOON (SPG)

1939-1945: from 2 up to 2 assault-guns of the same type: StuG-IIIb; StuG-IIIc; StuG-IIId; StuH-42; StuH-43-Brumbar;

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

#### SPG Assault-gun StuG-IIIc (1942) Points: 560 recruit / 615 skilled / 670 veteran

<b>MOVEMENT:</b> Tactical = 32 cm		Brief = 16 cm		Slow = 8 cm		On road = Tactical x 2		<b>RADIO:</b> yes		
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 75 mm	casemate	straight	direct	AP, HE	4 cm	80	320	640	2	1
1 machinegun Mg 34	on top	straight	direct	I	-	25	80	160	18	18
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
3 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES:</b> small										



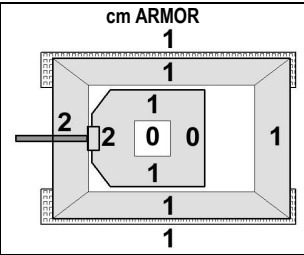
### LIGHT TANK DESTROYERS PLATOON (SPG) (just 1 per Army)

1940-1945: from 2 up to 4 SPG of the same type: Jpz-I; Marder; Marder-II; Marder-III; Hetzer.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

#### SPG Tank Destroyer Jpz-I (1940) Points: 270 recruit / 295 skilled / 320 veteran

<b>MOVEMENT:</b> Tactical = 32 cm		Brief = 16 cm		Slow = 8 cm		On road = Tactical x 2		<b>RADIO:</b> yes		
<b>CREW:</b> 3 men (1 Sergeant + 2 soldiers)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 47 mm	casemate	straight	direct	AP, HE	3 cm	50	200	400	2	1
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
2 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES:</b> small										



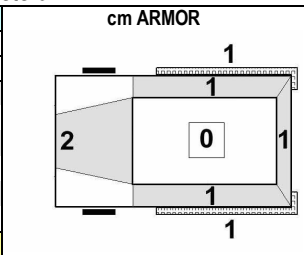
### SELF PROPELLED ARTILLERY GUNS (SPAG)

**COMMAND TEAM:** 1 Sdkfz 250/3 or Sdkfz 250/5, commanded by a Tenent, at +50 extra-cost points, it can send a DFR to friend units within battle field and IFR to own battery.

**BATTERY:** from 3 up to 6 SPG of the same type: Sturmpanzer-I; Grille; Lorraine; Waspe; Hummel.

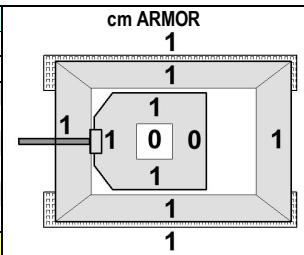
#### Half-track Sdkfz-250/3 (1939) o Sdkfz 250/5 (1942) Points: 210 recruit / 230 skilled / 250 veteran

<b>MOVEMENT:</b> Tactical = 48 cm		Brief = 24 cm		Slow = 12 cm		On road = Tactical x 2		<b>RADIO:</b> yes		
<b>CREW:</b> 4 men (1 Tenent, 1 Corporal + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short / min.	Effective	Long	Stationary	Moving
1 machinegun Mg 34	outside	straight	direct	I	-	25	80	160	18	18
2 smg MP-40	Ten. Cp.	straight	direct	I	-	-	15	40	6	6
3 rifles Kar98	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1
<b>NOTES:</b> it can carry up to 6 soldiers (crew included), 3 can fire from inside; it can tow artillery up to cal. 50 mm										



#### SPAG Sturmpanzer-I (1940) Points: 390 recruit / 425 skilled / 460 veteran

<b>MOVEMENT:</b> Tactical = 32 cm		Brief = 16 cm		Slow = 8 cm		On road = Tactical x 2		<b>RADIO:</b> yes		
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short / min.	Effective	Long	Stationary	Moving
1 Howitzer cal. 150 mm	casemate	straight / arch	direct / indirect	HE	10 cm	120 / 320	440 / -	3200	1 / 1	- / -
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
3 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES:</b> it can be placed outside the game board.										



### ARTILLERY BATTERY

**COMMAND TEAM:** 1 command team HQ/OS, always on the game board, it can send DFR to friend units within game board and IFR to own artillery battery.  
**BATTERY:** 1 battery, or section of battery, of field cannons, howitzer, mortars, anti-tank guns or anti-aircraft guns.

#### Battery Command Team (1939) Points: 70 recruit / 75 skilled / 80 veteran

<b>MOVEMENT:</b> Tactical = 16 cm		Brief = 8 cm		Slow = 4 cm		On road = Tactical			<b>RADIO:</b> yes	
<b>PERSONNEL:</b> 3 men (1 Tenant + 2 soldiers)						RANGES in cm			Shots per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 pistol Walther P38	Tenant	straight	direct	I	-	-	10	15	3	3
2 rifles Kar98	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1



**NOTES:** it can send DFR to friend units within game board and IFR to own artillery battery; it can replace gun crew dead.

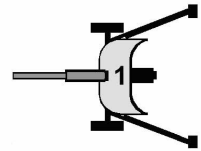
### ANTI-TANK GUNS BATTERY

**COMMAND TEAM:** 1 battery command team HQ/OS, always on the game board, it can send DFR to friend units within game board, it can replace gun crew dead.  
**BATTERY:** from 2 up to 4 ant-tank guns of the same type: 3.7cm Pak-36; 5cm Pak-38; 7.5cm Pak-40; 8.8cm Pak-43.

#### Anti-Tank Gun 3.7cm PAK-36 (1939) Points: 150 recruit / 165 skilled / 180 veteran

<b>MOVEMENT:</b> Tactical = towed		Brief = towed		Slow = towed		On road = towed			<b>RADIO:</b> -	
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 Cannon cal. 37 mm	carriage	straight	direct	AP,HE	2 cm	40	160	320	2	1
1 smg MP-40	Sergeant	straight	direct	I	-	-	15	40	6	6
3 rifles Kar98	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1

cm ARMOR



**NOTES:** it can be towed by 3 soldiers ("brief" movement) or proper vehicles.

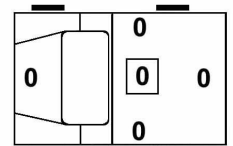
### TRANSPORT VEHICLES

**1939-1945:** from 3 up to 6 vehicle of the same type: car Kubelwagen; truck Opel-Blitz; half-track SdKfz-7, heavy truck Bues-Nag.  
**Note:** they are no fighting units, but their points costs must be considered in the amount of casualties.  
 They may be acquired in order to transport infantry units or to tow artillery units.

#### Truck Opel-Blitz (1939) Points: 40 recruit / 45 skilled / 50 veteran

<b>MOVEMENT:</b> Tactical = 44 cm		Brief = 22 cm		Slow = 11 cm		On road = Tactical x 3			<b>RADIO:</b> -	
<b>CREW:</b> 1 soldier (1 soldier)						RANGES in cm			Shots per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 pistol Walther P38	soldier	straight	direct	I	-	-	10	15	3	3

cm ARMOR



**NOTES:** it can carry up to 12 soldiers (crew included), 6 can fire from inside; it can tow artillery up to cal. 50 mm; 2 axis wheels.

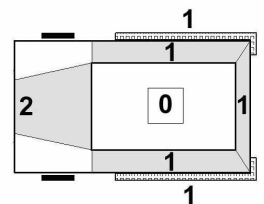
### HALF-TRACKS PLATOON (Panzergranadier)

**1939-1945:** from 2 up to 4 half-tracks SdKfz-250/1 o 251/1.  
**Note:** 1 half-track has to carry a command team.

#### Half-track SdKfz-251/1 (1939) Points: 150 recruit / 165 skilled / 180 veteran

<b>MOVEMENT:</b> Tactical = 44 cm		Brief = 22 cm		Slow = 11 cm		On road = Tactical x 2			<b>RADIO:</b> yes	
<b>CREW:</b> 3 men (1 Corporal + 2 soldiers)						RANGES in cm			Shots per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 machinegun Mg 34	outside	straight	direct	I	-	25	80	160	18	18
1 smg MP-40	Corporal	straight	direct	I	-	-	15	40	6	6
2 pistols Walther P38	soldiers	straight	direct	I	-	-	10	15	3	3

cm ARMOR



**NOTES:** it can carry up to 12 soldiers (crew included), 5 can fire from inside; it can tow artillery up to cal. 76 mm

## INFANTRY PLATOON (Grenadier)

**COMMAND TEAM:** 1 command team HQ; from 0 up to 1 sniper team.  
**PLATOON:** from 2 up to 3 rifle squads; from 0 up to 3 anti-tank or machinegun sections.  
**Panzergrenadier:** infantry platoon (without corporals) plus an Half-track platoon.

### Infantry Command Team (1939) Points: 150 recruit / 155 skilled / 160 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: yes				
PERSONNEL: 10 men ( 1 Lieutenant, 1 Sergeant + 4 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
2 smg MP-40	Lieu. Serg.	straight	direct	I	-	-	15	40	6	6
3 rifles Kar-98	soldiers	straight	direct	I	-	23	70	140	2	1
1 AT rifle cal. 13.2 mm (1939)	gunner	straight	direct	AP	-	25	100	200	2	1
o 1 Panzerschreck cal. 88mm (1943)	-	straight	direct	AP	-	-	35	-	1	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1

**NOTES:** leader can send DFR to friend units.



### Infantry Rifleman Team (1939) Points: 160 recruit / 175 skilled / 190 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 10 men ( 1 Sergeant, 1 Corporal + 8 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
2 smg MP-40	Serg. Cp.	straight	direct	I	-	-	15	40	6	6
1 machinegun Mg 34	gunner	straight	direct	I	-	25	80	160	18	12
1 fucile Kar-98	servant	straight	direct	I	-	23	70	140	2	1
6 rifles Kar-98	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1

**NOTES:** if team is Panzergrenadier, there is 1 Corporal less (-20 points), because already included in the crew of half-track.



### Infantry Anti-tank Team (1939) Points: 60 recruit / 65 skilled / 70 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 3 men (1 Corporal + 2 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 smg MP-40	Corporal	straight	direct	I	-	-	15	40	6	6
1 rifleAT cal. 13.2 mm (1939)	gunner	straight	direct	AP	-	25	100	200	2	1
or 1 Panzerfaust cal. 149mm (1943)	-	straight	direct	AP	-	-	15	-	1	1
1 rifleKar-98	servant	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1

**NOTES:** -



### Infantry Machinegun Team (1939) Points: 70 recruit / 75 skilled / 80 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 3 men (1 Corporal + 2 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 smg MP-40	Corporal	straight	direct	I	-	-	15	40	6	6
1 machinegun Mg-34	gunner	straight	direct	I	-	25	80	160	18	12
1 rifleKar-98	servant	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	10	-	1	1

**NOTES:** -



## BRITISH ARMY

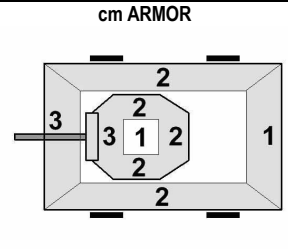
### RECON PLATOON

**1941-1945:** from 2 up to 3 armored-cars of the same type: Humber-MkII; Daimler; Staghound.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

#### Armored-car Humber-MkII (1941) Points: 200 recruit / 220 skilled / 240 veteran

MOVEMENT: Tactical = 44 cm Brief = 22 cm Slow = 11 cm On road = Tactical x 3						RADIO: yes				
CREW: 3 men (1 Sergeant + 2 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 machinegun Besa cal. 15 mm	turret	straight	direct	AA	-	25	100	200	6	3
1 smg Sten	Sergeant	straight	direct	I	-	-	15	35	6	6
2 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES: 2 axis wheels</b>										



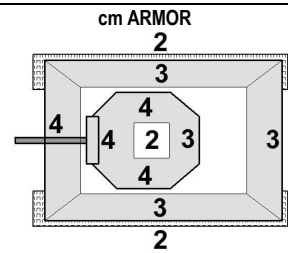
### TANKS PLATOON

**1941-1945:** from 2 up to 4 tanks of same type: Crusader-I, II o III; M3-Grant; Valentine-III, VIII o X; Sherman M4A1, M4A3 o Firefly; Cromwel-A27; Challenger-A30.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

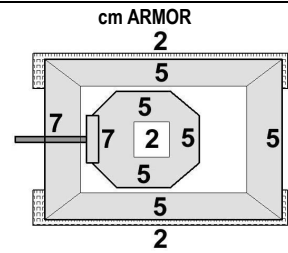
#### Tank Crusader-I (1941) Points: 500 recruit / 550 skilled / 600 veteran

MOVEMENT: Tactical = 36 cm Brief = 18 cm Slow = 9 cm On road = Tactical x 2						RADIO: yes				
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 2pdr (40mm)	turret	straight	direct	AP	-	45	180	360	2	1
1 machinegun Besa cal. 7.92 mm	coaxial	straight	direct	I	-	24	75	150	14	14
1 smg Sten	Sergeant	straight	direct	I	-	-	15	35	6	6
3 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES: small</b>										



#### Tank Valentine-III (1941) Points: 580 recruit / 635 skilled / 690 veteran

MOVEMENT: Tactical = 24 cm Brief = 10 cm Slow = 5 cm On road = Tactical x 2						RADIO: yes				
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 2pdr (40mm)	turret	straight	direct	AP	-	45	180	360	2	1
1 machinegun Besa cal. 7.92 mm	coaxial	straight	direct	I	-	24	75	150	14	14
1 smg Sten	Sergeant	straight	direct	I	-	-	15	35	6	6
3 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES: small</b>										



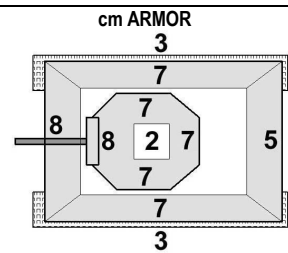
### SUPPORT TANKS PLATOON (just 1 per Army)

**1941-1945:** from 2 up to 4 tanks of the same type: Matilda-II-CS; Crusader-II-CS; Cromwell-VI-CS; Churchill-V o VIII-CS.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

#### Tank Matilda-II-CS (1941) Points: 680 recruit / 745 skilled / 810 veteran

MOVEMENT: Tactical = 20 cm Brief = 10 cm Slow = 5 cm On road = Tactical x 2						RADIO: yes				
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Howitzer cal. 75 mm (3 inch)	turret	straight	direct	HE	4 cm	70	280	560	2	1
1 machinegun Besa cal. 7.92 mm	coaxial	straight	direct	I	-	24	75	150	14	14
1 smg Sten	Sergeant	straight	direct	I	-	-	15	35	6	6
3 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3
<b>NOTES: -</b>										



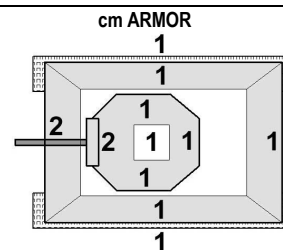
### LIGHT TANKS PLATOON

**1939-1945:** from 2 up to 4 tanks of same type: Mark-VIc; Cruiser-A9 o A13; Honey M3A1 o M5A1.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

#### Tank Mark-VIc (1939) Points: 300 recruit / 330 skilled / 360 veteran

MOVEMENT: Tactical = 48 cm		Brief = 16 cm		Slow = 8 cm		On road = Tactical x 2		RADIO: yes			
CREW: 3 men (1 Sergeant + 2 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving	
1 machinegun Besa cal. 15 mm	turret	straight	direct	AA	-	25	100	200	6	3	
1 machinegun Besa cal. 7.92 mm	coaxial	straight	direct		-	24	75	150	14	14	
1 smg Sten	Sergeant	straight	direct		-	-	15	35	6	6	
3 pistols colt 1911A1	soldiers	straight	direct		-	-	10	15	3	3	



**NOTES:** -

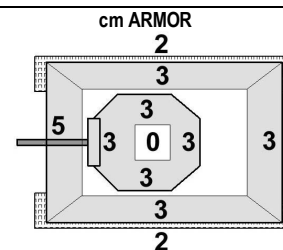
### SELF PROPELLED ANTI-AIRCRAFT GUNS BATTERY (SPAAG) (just 1 per Army)

**1941-1945:** from 2 up to 4 tanks of same type: Mark-IV-AA; Crusader-III-AA.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

#### Tank Crusader-III-AA (1942) Points: 480 recruit / 525 skilled / 570 veteran

MOVEMENT: Tactical = 60 cm		Brief = 30 cm		Slow = 15 cm		On road = Tactical x 2		RADIO: yes			
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving	
1 Cannon Bofors AA cal. 40 mm	turret	straight	direct	AA	2 cm	45	180	360	4	2	
1 smg Sten	Sergeant	straight	direct		-	-	15	35	6	6	
3 pistols colt 1911A1	soldiers	straight	direct		-	-	10	15	3	3	



**NOTES:** -

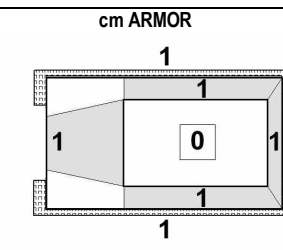
### SELF PROPELLED GUNS BATTERY (SPG)

**COMMAND TEAM:** 1 Bren-carrier OS commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field and IFR to own battery.

**BATTERY:** from 2 up to 4 self propelled guns of the same type: Bishop; M7-Priest; Sexton.

#### Bren universal carrier (1939) Points: 190 recruit / 205 skilled / 220 veteran

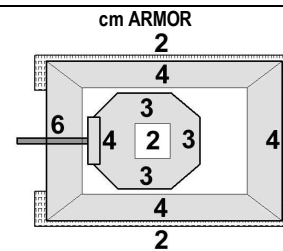
MOVEMENT: Tactical = 44 cm		Brief = 22 cm		Slow = 11 cm		On road = Tactical x 2		RADIO: yes			
CREW: 5 men (1 Tenant, 1 Sergeant + 4 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving	
1 machinegun Bren cal. 7.92 mm	body	straight	direct		-	25	75	150	8	8	
1 revolver Webley	Tenant	straight	direct		-	-	15	15	2	2	
1 smg Thompson	Sergeant	straight	direct		-	-	25	45	5	5	
4 rifles Enfield Mk1	soldiers	straight	direct		-	23	70	140	2	1	
Grenades	all	arch	direct	HE (Hb)	3 cm	-/4	8	-	1	1	



**NOTES:** Small; it can carry up to 7 soldiers (crew included), 3 can fire from inside; it can tow artillery up to cal. 90 mml.

#### Bishop SPG (1941) Points: 650 recruit / 710 skilled / 775 veteran

MOVEMENT: Tactical = 20 cm		Brief = 10 cm		Slow = 5 cm		On road = Tactical x 2		RADIO: yes			
CREW: 6 men (1 Sergeant + 5 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving	
1 Howitzer cal. 25pdr (87mm)	turret	straight/arch	direct/indiretto	HE	5 cm	80 / 200	320 / -	2000	2 / 1	1 / -	
1 machinegun Bren cal. 7.92	body	straight	direct		-	25	75	150	8	8	
1 smg Sten	Sergeant	straight	direct		-	-	15	35	6	6	
5 pistols colt 1911A1	soldiers	straight	direct		-	-	10	15	3	3	



**NOTES:** big

## ARTILLERY BATTERY

**COMMAND TEAM:** 1 command team HQ/OS, always on the game board, it can send DFR to friend units within game board and IFR to own artillery battery.  
**BATTERY:** 1 battery, or section of battery, of field cannons, howitzer, mortars, anti-tank guns or anti-aircraft guns

### Battery Command Team (1939) Points: 100 recruit / 110 skilled / 120 veteran

<b>MOVEMENT:</b> Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						<b>RADIO:</b> yes				
<b>PERSONNEL:</b> 4 men (1 Tenant, 1 Sergeant + 2 soldiers)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
2 smg Thompson	Ten. Serg.	straight	direct	I	-	-	25	45	5	5
2 rifles Enfield Mk1	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1



**NOTES:** it can send DFR to friend units within game board and IFR to own artillery battery; it can replace gun crew dead.

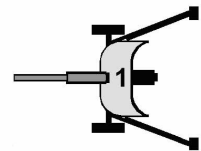
## ANTI-TANK GUNS BATTERY

**COMMAND TEAM:** 1 battery command team HQ/OS, always on the game board, it can send DFR to friend units within game board, it can replace gun crew dead.  
**BATTERY:** from 2 up to 4 anti-tank guns of same type: 2Pdr-AT; 6Pdr-AT; 17Pdr-AT.

### 2pdr Anti-Tank Gun (1939) Points: 150 recruit / 165 skilled / 180 veteran

<b>MOVEMENT:</b> Tactical = trainato Brief = trainato Slow = trainato On road = trainato						<b>RADIO:</b> -				
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
1 Cannon cal. 2p (2 Pdr)	turret	straight	direct	AP	-	45	180	360	2	1
1 smg Thompson	Sergeant	straight	direct	I	-	-	25	45	5	5
3 rifles Enfield Mk1	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1

cm ARMOR



**NOTES:** it can be towed by 3 soldiers ("brief" movement) or proper vehicles.

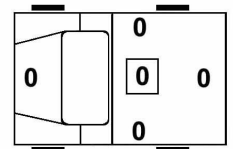
## TRANSPORT VEHICLES

**1939-1945:** from 1 up to 8 vehicles of same type: Bren-Carrier; Truck GMC-2.5 ton; Truck Bedford-QLT; Truck Morris-Quad; Jeep.  
**Note:** they are no fighting units, but their points costs must be considered in the amount of casualties.  
 They may be acquired in order to transport infantry units or to tow artillery units.

### Truck Bedford-QLT (1941) Points: 40 recruit / 45 skilled / 50 veteran

<b>MOVEMENT:</b> Tactical = 44 cm Brief = 22 cm Slow = 11 cm On road = Tactical x 3						<b>RADIO:</b> -				
<b>CREW:</b> 1 man (1 soldier)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 pistol colt 1911A1	driver	straight	direct	I	-	-	10	15	3	3

cm ARMOR

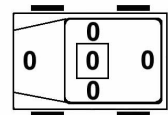


**NOTES:** it can carry up to 24 soldiers (crew included), 6 can fire from inside; it can tow artillery up to cal. 57 mm (6p); 2 axis wheels

### Car/Jeep (1939) Points: 30 recruit / 30 skilled / 35 veteran

<b>MOVEMENT:</b> Tactical = 48 cm Brief = 24 cm Slow = 12 cm On road = Tactical x 3						<b>RADIO:</b> -				
<b>CREW:</b> 1 man (1 soldier)						<b>RANGES</b> in cm			<b>Shots</b> per turn	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 pistol colt 1911A1	driver	straight	direct	I	-	-	10	15	3	3

cm ARMOR



**NOTES:** it can carry up to 5 soldiers (crew included), 2 can fire from inside; it can tow artillery up to cal. 37 mm (2p); 2 axis wheels



## INFANTRY PLATOON


**COMMAND TEAM:** 1 command team HQ: from 0 up to 1 sniper team.

**PLATOON:** from 2 up to 3 rifle team; from 0 up to 1 heavy weapons team; from 0 up to 2 machinegun teams; from 0 up to 2 anti-tank teams.

### Command Team (1939) Points: 100 recruit / 110 skilled / 120 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: yes				
PERSONNEL: 10 men ( 1 Tenant, 1 Sergeant + 8 soldiers.)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
2 smg Thompson	Ten. Serg.	straight	direct	I	-	-	25	45	5	5
2 rifles Enfield Mk1	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1


**NOTES:** leader can send DFR to friend units.



### Infantry Riflemen Team (1939) Points: 145 recruit / 155 skilled / 165 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 10 men ( 1 Sergeant, 1 Corporal + 8 soldiers.)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
2 smg Thompson	Serg. Cp.	straight	direct	I	-	-	25	45	5	5
1 machinegun Bren cal. 7.92 mm	gunner	straight	direct	I	-	25	75	150	6	3
7 rifles Enfield Mk1	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1


**NOTES:** -



### Infantry Heavy Weapons Team (1939) Points: 205 recruit / 225 skilled / 245 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 10 men ( 1 Sergeant, 1 Corporal + 8 soldiers.)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
2 smg Thompson	Serg. Cp.	straight	direct	I	-	-	25	45	5	5
1 Mortaio cal. 50 mm	gunner	arch	direct/indir.	HE	3 cm	- / 30	- / -	400	2 / 2	- / -
1 machinegun Bren cal. 7.92 mm	gunner	straight	direct	I	-	25	75	150	6	3
6 rifles Enfield Mk1	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1


**NOTES:** -



### Infantry Machinegun Team (1939) Points: 70 recruit / 75 skilled / 80 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 3 men ( 1 Sergeant + 2 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
1 smg Thompson	Sergeant	straight	direct	I	-	-	25	45	5	5
1 machinegun Vickers cal. 7.92 mm	gunner	straight	direct	I	-	25	80	160	12	0
1 rifle Enfield Mk1	servant	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1


**NOTES:** -



### Infantry Anti-tank Team (1939) Points: 50 recruit / 55 skilled / 60 veteran

MOVEMENT: Tactical = 16 cm Brief = 8 cm Slow = 4 cm On road = Tactical						RADIO: -				
PERSONNEL: 2 men ( 1 Corporal + 1 soldier)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
1 smg Thompson	Corporal	straight	direct	I	-	-	25	45	5	5
1 Rifle Boys-55 cal. 13.9 mm or_	gunner	straight	direct	AP	-	25	100	200	2	1
PIAT cal. 88 mm (1943)	-	straight	direct	AP	-	-	30	-	1	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1

**NOTES:** -



# USA ARMY

## RECON PLATOON

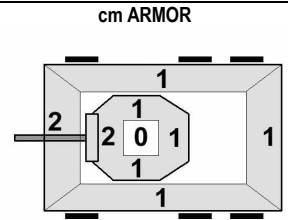
1941-1945: from 2 up to 3 armored-car of the same type: M20-Scout; M8-Grayhound.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

### Armored-car M20-Scout (1941) Points: 200 recruit / 220 skilled

MOVEMENT: Tactical = 52 cm    Brief = 26 cm    Slow = 13 cm    On road = Tactical x 2						RADIO: yes				
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 machinegun cal. 12.7 mm	turret	straight	direct	AA	-	25	100	200	6	3
1 Bazooka cal. 60 mm	gunner	straight	direct	AP	-	-	20	-	1	1
1 smg Grease Gun	Sergeant	straight	direct	I	-	-	15	35	6	6
3 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3

**NOTES:** 3 axis wheels



## LIGHT TANKS PLATOON

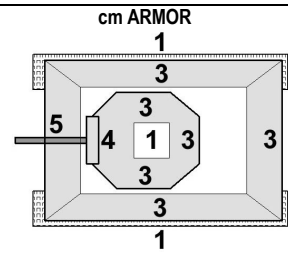
1941-1945: from 3 up to 5 tanks of the same type: M3A1-Stuart; M5A1-Stuart; M24-Chaffee.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

### Tank M3A1-Stuart (1941) Points: 520 recruit / 570 skilled

MOVEMENT: Tactical = 48 cm    Brief = 24 cm    Slow = 12 cm    On road = Tactical x 2						RADIO: yes				
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 37 mm	turret	straight	direct	AP,HE	2 cm	40	160	320	2	1
1 machinegun M1919A4	coaxial	straight	direct	I	-	24	70	140	12	12
1 machinegun M1919A4	body	straight	direct	I	-	24	70	140	12	12
1 smg Grease Gun	Sergeant	straight	direct	I	-	-	15	35	6	6
3 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3

**NOTES:** -



## TANKS PLATOON

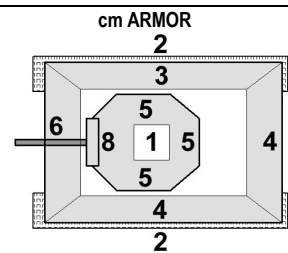
1941-1945: from 3 up to 5 tanks: M3-Lee; M4A1-Sherman; M4A3-Sherman; M4A3e8-Sherman; M4(105)-Sherman.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.

### Tank M3-Lee (1941) Points: 710 recruit / 780 skilled

MOVEMENT: Tactical = 32 cm    Brief = 16 cm    Slow = 8 cm    On road = Tactical x 2						RADIO: yes				
CREW: 7 men (1 Sergeant, 1 Corporal + 5 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 37 mm	turret	straight	direct	AP,HE	2 cm	40	160	320	2	1
1 machinegun M1919A4	turret	straight	direct	I	-	24	70	140	12	12
1 Cannon cal. 75 mm	body	straight	direct	AP,HE	4 cm	70	280	560	2	1
2 smg Grease Gun	Sergeant	straight	direct	I	-	-	15	35	6	6
5 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3

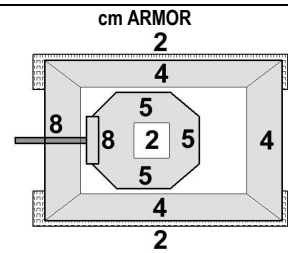
**NOTES:** big



### Tank M4A1-Sherman (1942) Points: 730 recruit / 800 skilled

MOVEMENT: Tactical = 36 cm    Brief = 18 cm    Slow = 9 cm    On road = Tactical x 2						RADIO: yes				
CREW: 5 men (1 Sergeant + 4 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 75 mm	turret	straight	direct	AP,HE	4 cm	75	300	600	2	1
1 machinegun M1919A4	coaxial	straight	direct	I	-	24	70	140	12	12
1 machinegun M1919A4	body	straight	direct	I	-	24	70	140	12	12
1 smg Grease Gun	Sergeant	straight	direct	I	-	-	15	35	6	6
4 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3

**NOTES:** -

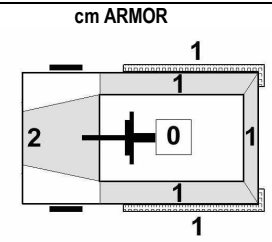


### SELF PROPELLED GUNS BATTERY (SPG)

**COMMAND TEAM:** 1 M3-Half-track OS commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field and IFR to own battery.  
**BATTERY:** from 2 up to 4 SPG of the same type: M7-Priest; M12-GMC.

#### M3-Half-track (1941) Points: 240 recruit / 260 skilled

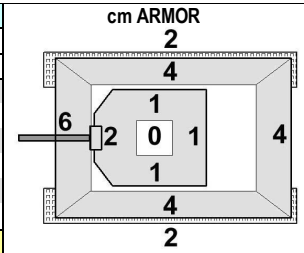
MOVEMENT: Tactical = 60 cm		Brief = 30 cm		Slow = 15 cm		On road = Tactical x 2		RADIO: yes			
CREW: 4 men (1 Tenant + 3 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving	
1 machinegun cal.12.7 mm	outside	straight	direct	AA	-	25	100	200	6	3	
1 smg Thompson	Tenant	straight	direct	I	-	-	25	45	5	5	
1 Bazooka cal. 60 mm	soldiers	straight	direct	AP	-	-	20	-	1	1	
2 rifle semi-auto. Garand	soldiers	straight	direct	I	-	20	60	120	3	2	
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1	



**NOTES:** it can carry up to 13 soldiers (crew included), 6 can fire from inside; it can tow artillery up to cal. 90 mm

#### SPG M7-Priest (1942) Points: 590 recruit / 645 skilled

MOVEMENT: Tactical = 32 cm		Brief = 16 cm		Slow = 8 cm		On road = Tactical x 2		RADIO: yes			
CREW: 5 men (1 Sergeant + 4 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving	
1 Howitzer cal. 105 mm	casemate	straight/arch	direct/indiretto	HE	6 cm	90 / 220	360 / -	2200	2 / 1	1 / -	
1 machinegun cal.12.7 mm	outside	straight	direct	AA	-	25	100	200	6	3	
1 smg Grease Gun	Sergeant	straight	direct	I	-	-	15	35	6	6	
4 pistols colt 1911A1	soldiers	straight	direct	I	-	-	10	15	3	3	



**NOTES:** big

### INFANTRY RIFLEMEN PLATOON

**COMANDO:** 1 command team HQ; from 0 up to 1 sniper team.  
**PLATOON:** from 2 up to 3 infantry teams; from 0 up to 1 machineguns team; from 0 up to 1 anti-tank team.  
**Mechanized:** infantry platoon (without corporals) plus an Half-track platoon.

#### Infantry Command Team (1941) Points: 140 recruit / 150 skilled

MOVEMENT: Tactical = 16 cm		Brief = 8 cm		Slow = 4 cm		On road = Tactical		RADIO: yes			
PERSONNEL: 5 men (1 Lieutenant, 2 Sergenti, 2 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving	
1 automatic carabine M1	Lieutenant	straight	direct	I	-	20	50	100	4	3	
2 smg Thompson	Sergeants	straight	direct	I	-	-	25	45	5	5	
2 semi-automatic rifles Garand	soldiers	straight	direct	I	-	20	60	120	3	2	
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1	



**NOTES:** leader can send DFR to friend units.

#### Infantry Riflemen Team (1941) Points: 210 recruit / 230 skilled

MOVEMENT: Tactical = 16 cm		Brief = 8 cm		Slow = 4 cm		On road = Tactical		RADIO: -			
PERSONNEL: 12 men (1 Sergeant, 1 Corporal, 10 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving	
2 smg Thompson	Serg. Cp.	straight	direct	I	-	-	16	32	6	6	
1 automatic rifle BAR	gunner	straight	direct	I	-	25	75	150	6	3	
9 semi-automatic rifles Garand	soldiers	straight	direct	I	-	20	60	120	3	2	
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1	



**NOTES:** if team is mechanized there are 1 Corporal and 1 rifleman less (-35 points), because already included in the crew of half-track.

#### Machineguns Team (1941) Points: 160 recruit / 175 skilled

MOVEMENT: Tactical = 16 cm		Brief = 8 cm		Slow = 4 cm		On road = Tactical		RADIO: -			
PERSONNEL: 7 men (1 Sergeant, 2 Caporali + 4 soldiers)						RANGES in cm			Shots per turn		
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving	
3 smg Thompson	Serg. Cp.	straight	direct	I	-	-	25	45	5	5	
2 machineguns M1919A4 / A1	capo-arma	straight	direct	I	-	23	70	140	12	6	
2 semi-automatic rifles Garand	serventi	straight	direct	I	-	20	60	120	3	2	
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1	



**NOTES:** It may be split in 2 sections of 1 Sergeant and/or 1 Corporal, 1 gunner and 2 soldiers each one.

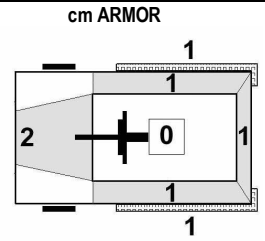
## MECHANIZED INFANTRY PLATOON

**1939-1945:** from 2 up to 4 M3-Half-track and/or M3A1-Half-track.  
**Note:** 1 half-track must load a Command team HQ/OS.

### M3-Half-track and M3A1-Half-track (1941) Points: 180 recruit / 195 skilled

MOVEMENT:		Tactical = 60 cm	Brief = 30 cm	Slow = 15 cm	On road = Tactical x 2	RADIO: yes				
CREW: 3 men (1 Corporal + 2 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
1 machinegun cal.12.7 mm	outside	straight	direct	AA	-	25	100	200	6	3
1 smg Thompson	Corporal	straight	direct	I	-	-	25	45	5	5
2 semi-auto. rifles Garand	soldiers	straight	direct	I	-	20	60	120	3	2
Grenades	all	arch	direct	HE (Hb)	3 cm	-/4	8	-	1	1

**NOTES:** it can carry up to 13 soldiers (crew included), 6 can fire from inside; it can tow artillery up to cal. 90 mm



## ARTILLERY BATTERY

**COMMAND TEAM:** 1 command team HQ/OS, always on the game board, it can send DFR to friend units within game board and IFR to own artillery battery.  
**BATTERY:** 1 battery, or section of battery, of field cannons, howitzer, mortars, anti-tank guns or anti-aircraft guns

### Battery Command Team (1939) Points: 110 recruit / 120 skilled

MOVEMENT:		Tactical = 16 cm	Brief = 8 cm	Slow = 4 cm	On road = Tactical	RADIO: yes				
PERSONNEL: 4 men (1 Tenant; 1 Sergeant + 2 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short/min.	Effective	Long	Stationary	Moving
1 automatic carbine M1	Tenant	straight	direct	I	-	20	50	100	4	2
1 smg Thompson	Sergeant	straight	direct	I	-	-	25	45	5	5
2 semi-auto. Rifles Garand	soldiers	straight	direct	I	-	20	60	120	3	2
Grenades	all	arch	direct	HE (Hb)	3 cm	-/4	8	-	1	1

**NOTES:** it can send DFR to friend units within game board and IFR to own artillery battery; it can replace gun crew dead.



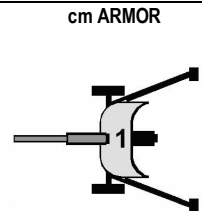
## ANTI-TANK GUNS BATTERY

**COMMAND TEAM:** 1 battery command team HQ/OS, always on the game board, it can send DFR to friend units within game board, it can replace gun crew dead.  
**BATTERY:** from 2 up to 4 anti-tank guns of same type: M3-37mm; M1-50mm; 3inch-M5.

### CANNONE ANTICARRO M3-37mm (1941) Points: 150 recruit / 165 skilled

MOVEMENT:		Tactical = trainato	Brief = trainato	Slow = trainato	On road = trainato	RADIO: -				
CREW: 4 men (1 Sergeant + 3 soldiers)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 Cannon cal. 37 mm	carriage	straight	direct	AP,HE	2 cm	40	160	320	2	1
1 smg Thompson	Sergeant	straight	direct	I	-	-	25	45	5	5
3 rifles Springfield M1903	soldiers	straight	direct	I	-	23	70	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	-/4	8	-	1	1

**NOTES:** it can be towed by 3 soldiers ("brief" movement) or proper vehicles.



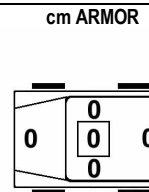
## CARRIER VEHICLES

**1939-1945:** from 1 up to 8 vehicle of the same type: Truck GMC 2.5 ton; Truck Chevrolet-G506 1.2 ton; Jeep.  
**Note:** they are no fighting units, but their points costs must be considered in the amount of casualties.  
 They may be acquired in order to transport infantry units or to tow artillery units.

### Car Jeep (1941) Points: 30 recruit / 30 skilled / 35 veteran

MOVEMENT:		Tactical = 48 cm	Brief = 24 cm	Slow = 12 cm	On road = Tactical x 3	RADIO: -				
CREW: 1 soldier (1 soldier)						RANGES in cm			Shots per turn	
WEAPONS:	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 pistol colt 1911A1	driver	straight	direct	I	-	-	10	15	3	3

**NOTES:** 2 axis wheels ; it can carry up to 5 soldiers (crew included), 2 can fire from inside; it can tow artillery up to cal. 37 mm



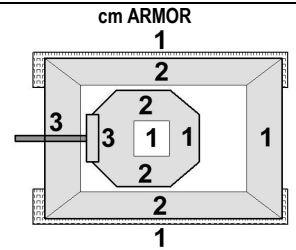
# ESERCITO SOVIETICO

## LIGHT TANKS PLATOON

**1935-1945:** from 1 up to 2 tanks of the same type: BT-5; BT-7; T-26; T-60; T-70.  
**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points.

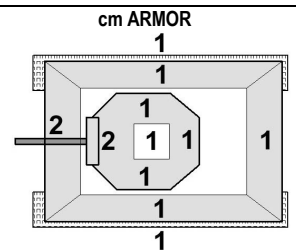
### Tank T-26s (1935) Points: 330 recruit / 360 skilled

MOVEMENT:		Tactical = 32 cm	Brief = 16 cm	Slow = 8 cm	On road = Tactical x 2	RANGES in cm					Shots per turn	
CREW: 3 men (1 Sergeant + 2 soldiers)						RANGES in cm					Shots per turn	
WEAPONS:		Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving	
1 Cannon cal. 45 mm	turret	straight	direct	AP,HE	3 cm	50	180	360	2	1		
1 machinegun DT cal. 7,62 mm	turret	straight	direct		-	24	70	140	13	13		
1 smg PPsh-41	Sergeant	straight	direct		-	-	25	50	8	8		
2 pistols Tokarev	soldiers	straight	direct		-	-	10	15	3	3		
<b>NOTES:</b> small												



### Tank BT-5 (1935) Points: 410 recruit / 450 skilled

MOVEMENT:		Tactical = 60 cm	Brief = 30 cm	Slow = 15 cm	On road = Tactical x 2	RANGES in cm					Shots per turn	
CREW: 3 men (1 Sergeant + 2 soldiers)						RANGES in cm					Shots per turn	
WEAPONS:		Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving	
1 Cannon cal. 45 mm	turret	straight	direct	AP,HE	3 cm	50	180	360	2	1		
1 machinegun DT cal. 7,62 mm	turret	straight	direct		-	24	70	140	13	13		
1 smg PPsh-41	Sergeant	straight	direct		-	-	25	50	8	8		
2 pistols Tokarev	soldiers	straight	direct		-	-	10	15	3	3		
<b>NOTES:</b> small												

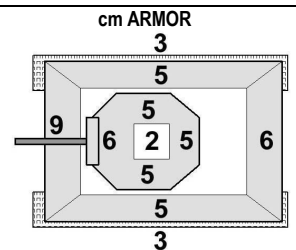


## TANKS PLATOON

**1940-1945:** from 2 up to 3 tanks of the same type: T-34; T-34c; M4A1 Sherman; T-34/85. Or 1 T34/85 (commander with radio) and 2 T-34c.  
**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points.  
 Since 1943 to 1945 all platoon command tanks are equipped with radio (+ 40 extra-cost points).

### Tank T-34a (1940) Points: 720 recruit / 845 skilled

MOVEMENT:		Tactical = 44 cm	Brief = 16 cm	Slow = 8 cm	On road = Tactical x 2	RANGES in cm					Shots per turn	
CREW: 4 men (1 Sergeant, 3 soldiers)						RANGES in cm					Shots per turn	
WEAPONS:		Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving	
1 Cannon cal. 76 mm	turret	straight	direct	AP,HE	4 cm	65	260	520	2	1		
1 machinegun DT cal. 7,62 mm	turret	straight	direct		-	24	70	140	13	13		
1 machinegun DT cal. 7,62 mm	body	straight	direct		-	24	70	140	13	13		
1 smg PPsh-41	Sergeant	straight	direct		-	-	25	50	8	8		
3 pistols Tokarev	soldiers	straight	direct		-	-	10	15	3	3		
<b>NOTES:</b> -												

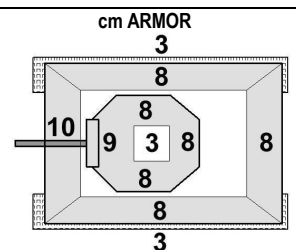


## HEAVY TANKS PLATOON (just 1 per Army)

**1944-1945:** from 3 up to 5 tanks of the same type: KV-1a; KV-1b; KV-1c; KV85; JS-II;  
**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points, it can send a DFR to friend units within battle field.  
 Command tank +40 extra-cost points for radio equipment.

### Tank KV-1 (1940) Points: 880 recruit / 965 skilled

MOVEMENT:		Tactical = 28 cm	Brief = 14 cm	Slow = 7 cm	On road = Tactical x 2	RANGES in cm					Shots per turn	
CREW: 5 men (1 Sergeant, 4 soldiers)						RANGES in cm					Shots per turn	
WEAPONS:		Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving	
1 Cannon cal. 76 mm	turret	straight	direct	AP,HE	4 cm	65	260	520	2	1		
1 machinegun DT cal. 7,62 mm	turret	straight	direct		-	24	70	140	13	13		
1 machinegun DT cal. 7,62 mm	body	straight	direct		-	24	70	140	13	13		
1 smg PPsh-41	Sergeant	straight	direct		-	-	25	50	8	8		
4 pistols Tokarev	soldiers	straight	direct		-	-	10	15	3	3		
<b>NOTES:</b> big												



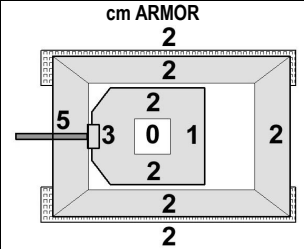
### TANK DESTROYERS BATTERY (SPG) (just 1 per Army)

**1940-1945:** from 2 up to 4 tank destroyers of the same type: SU-45; SU-76; SU-85; SU-100.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points.  
Command tank +40 extra-cost points for radio equipment.

#### SPG SU-76 (1942) Points: 380 recruit / 415 skilled

<b>MOVEMENT:</b> Tactical = 36 cm    Brief = 18 cm    Slow = 9 cm    On road = Tactical x 2						<b>RADIO:</b> -				
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots per tum</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 76 mm	turret	straight	direct	AP,HE	4 cm	75	300	600	2	1
1 smg PPsh-41	Sergeant	straight	direct	I	-	-	25	50	8	8
3 pistols Tokarev	soldiers	straight	direct	I	-	-	10	15	3	3



**NOTES:** small

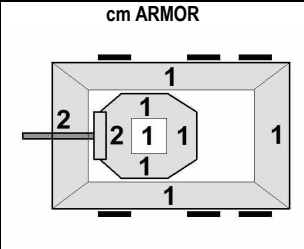
### RECON PLATOON

**1941-1945:** from 2 up to 3 armored-car of the same type: BA-10 o BA-64.

**Note:** 1 vehicle must be commanded by a Lieutenant, at +50 extra-cost points.

#### Armored-car BA-10 (1939) Points: 240 recruit / 260 skilled

<b>MOVEMENT:</b> Tactical = 28 cm    Brief = 14 cm    Slow = 7 cm    On road = Tactical x 3						<b>RADIO:</b> -				
<b>CREW:</b> 4 men (1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm			<b>Shots per tum</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 Cannon cal. 45 mm	turret	straight	direct	AP,HE	3 cm	50	180	360	2	1
1 machinegun DT cal. 7,62 mm	turret	straight	direct	I	-	24	70	140	13	13
1 machinegun DT cal. 7,62 mm	body	straight	direct	I	-	24	70	140	13	13
1 smg PPsh-41	Sergeant	straight	direct	I	-	-	25	50	8	8
3 pistols Tokarev	soldiers	straight	direct	I	-	-	10	15	3	3



**NOTES:** 3 axis wheels

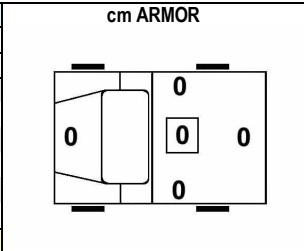
### TRANSPORT VEHICLES

**1939-1945:** from 1 up to 8 vehicles of the same type: Truck GAZ-AAA; Truck ZIS-5; Jeep.

**Note:** they are no fighting units, but their points costs must be considered in the amount of casualties.  
They may be acquired in order to transport infantry units or to tow artillery units.

#### Truck ZIS-5 (1939) Points: 40 recruit / 45 skilled

<b>MOVEMENT:</b> Tactical = 32 cm    Brief = 16 cm    Slow = 8 cm    On road = Tactical x 3						<b>RADIO:</b> -				
<b>CREW:</b> 1 soldier ( 1 soldier)						<b>RANGES</b> in cm			<b>Shots per tum</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving
1 pistol Tokarev	driver	straight	direct	I	-	-	10	15	3	3



**NOTES:** 2 axis wheels; it can carry up to 27 soldiers (crew included), 6 can fire from inside; it can tow artillery up to cal. 50 mm.

### ARTILLERY BATTERY

**COMMAND TEAM:** 1 battery command team HQ/OS, always on the game board, it can send DFR to friend units within game board, it can replace gun crew dead.

**BATTERY:** 1 battery, or section of battery, of field cannons, howitzer, mortars, anti-tank guns or anti-aircraft guns.

#### Battery Command Team (1939) Points: 110 recruit / 120 skilled

<b>MOVEMENT:</b> Tactical = 16 cm    Brief = 8 cm    Slow = 4 cm    On road = Tactical						<b>RADIO:</b> yes				
<b>CREW:</b> 3 men (1 Tenant, 1 political-commissair + 2 soldiers)						<b>RANGES</b> in cm			<b>Shots per tum</b>	
<b>WEAPONS:</b>	Location	Trajectory	Fire	Shells	cm-blast	Short	Effective	Long	Stationary	Moving
1 pistol Tokarev	Tenant	straight	direct	I	-	-	10	15	3	3
1 smg PPsh-41	political Com.	straight	direct	I	-	-	25	50	8	8
2 rifles Mosin Nagant cal 7,62 mm	soldiers	straight	direct	I	-	20	60	140	2	1
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1



**NOTES:** it can send DFR to friend units within game board and IFR to own artillery battery; it can replace gun crew dead.

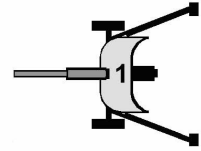
### ANTI-TANK GUNS BATTERY

**COMMAND TEAM:** 1 battery command team HQ/OS, always on the game board, it can send DFR to friend units within game board, it can replace gun crew dead.  
**BATTERY:** from 2 up to 4 anti-tank guns of the same type: M1930-1K; M1937-53K; M1941-ZIS2; M1942-ZIS3; M1944-BS3.

#### Anti Tank Gun M1930-1K (1939) Points: 150 recruit / 165 skilled

<b>MOVEMENT:</b> Tactical = trainato    Brief = trainato    Slow = trainato    On road = trainato										<b>RADIO:</b> -	
<b>CREW:</b> 4 men ( 1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm				Shots per turn	
<b>WEAPONS:</b>											
	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving	
1 Cannon cal. 37 mm	carriage	straight	direct	AP,HE	2 cm	40	160	320	2	1	
1 smg PPsh-41	Sergeant	straight	direct	I	-	-	25	50	8	8	
3 rifles Nagant cal 7,62 mm	soldiers	straight	direct	I	-	20	60	140	2	1	
<b>NOTES:</b> it can be towed by 3 soldiers ("brief" movement) or proper vehicles.											

cm ARMOR



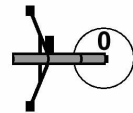
### MORTARS BATTERY (just 1 per Army)

**COMMAND TEAM:** 1 command team HQ/OS, always on the game board, it can send DFR to friend units within game board and IFR to own artillery battery.  
**PLOTONE:** from 2 up to 4 mortars team of same type: RM-38, 82-BM-37; 107-PM-38; 120-PM-38.

#### Mortars Team RM-38 (1939) Points: 130 recruit / 140 skilled / 150 veteran

<b>MOVEMENT:</b> Tactical = 16 cm    Brief = 8 cm    Slow = 4 cm    On road = Tactical										<b>RADIO:</b> -	
<b>PERSONNEL:</b> 4 men ( 1 Sergeant + 3 soldiers)						<b>RANGES</b> in cm				Shots per turn	
<b>WEAPONS:</b>											
	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving	
1 Mortaio cal. 50 mm	gunner	arch	direct/indiretto	HE	3 cm	- / 20	- / -	100	2 / 2	- / -	
1 smg PPsh-41	Sergeant	straight	direct	I	-	-	25	50	8	8	
2 rifles Nagant cal. 7,62	soldiers	straight	direct	I	-	20	60	140	2	1	
<b>NOTES:</b> RM-38 and 82-BM-37 team can move by them self, instead 107-P,-38 and 120-PM-38 must be transported on proper vehicles.											

cm ARMOR



### INFANTRY RIFLEMEN PLATOON

**COMMAND TEAM:** 1 command team HQ; from 0 up to 1 sniper team.  
**PLOTONE:** from 2 up to 4 riflemen teams; from 0 up to 2 anti-tank teams; from 0 up to 2 machineguns teams.

#### Infantry Command Team (1939) Points: 100 recruit / 110 skilled

<b>MOVEMENT:</b> Tactical = 16 cm    Brief = 8 cm    Slow = 4 cm    On road = Tactical										<b>RADIO:</b> -	
<b>PERSONNEL:</b> 4 men ( 1 Tenant, 1 Politic Commissari, 2 soldiers)						<b>RANGES</b> in cm				Shots per turn	
<b>WEAPONS:</b>											
	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving	
1 pistol Tokarev	Tenant	straight	direct	I	-	-	10	15	3	3	
1 smg PPsh-41	political Com.	straight	direct	I	-	-	25	50	8	8	
2 rifles Nagant cal. 7,62 mm	soldiers	straight	direct	I	-	20	60	140	2	1	
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1	
<b>NOTES:</b> it can performs DFR to others units.											



#### Infantry Riflemen Team (1939) Points: 160 recruit / 170 skilled

<b>MOVEMENT:</b> Tactical = 16 cm    Brief = 8 cm    Slow = 4 cm    On road = Tactical										<b>RADIO:</b> -	
<b>PERSONNEL:</b> 11 men ( 1 Sergeant, 1 Corporal + 9 soldiers)						<b>RANGES</b> in cm				Shots per turn	
<b>WEAPONS:</b>											
	Location	Trajectory	Fire	Shells	cm-blast	Short /min.	Effective	Long	Stationary	Moving	
2 rifles SVT-40 cal. 7,62 mm	commanders	straight	direct	I	-	20	60	140	3	2	
1 automatic rifle DP cal. 7,62 mm	gunner	straight	direct	I	-	23	70	140	8	4	
8 rifles Nagant cal. 7,62 mm	soldiers	straight	direct	I	-	20	60	140	2	1	
Grenades	all	arch	direct	HE (Hb)	3 cm	- / 4	8	-	1	1	
<b>NOTES:</b> -											



**Army list book** – 15 A4 format pages.

**“STEEL WHEELS - WWII” 2.0** (Rulebook for game of tactical warfare between armored units in the World War II)

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